

KONAMI **SOFTWARE CLUB**

MONTHLY NEWSLETTER

OCTOBER 1987

Issue No. 3

Thank you for all of the letters sent to us, expressing your views on the KSC newsletter. In this issue 60 lucky members can win a copy of Gyrzor, and there is also a surprise bonus of a free Gyrzor poster.

Sue Applebee ...

Sue Applebee joined Konami Ltd straight from school as an office junior, and has worked her way up to number two in the consumer products department. In her position as assistant to the Consumer Software Manager, Luther De Gale, she takes a vital part in Konami's diverse preparation as it poises itself for its dynamic thrust into the 21st century.

Sue's working career to date tells the story of MSX. She clearly remembers when she joined in '84, the launch of MSX. At that time MSX was an unknown format which few shops were prepared to stock. Consequently, most of the early sales of software were mailorder sales direct to users. Since these early days, Sue has played a key role in building a vast distribution network for Konami software in the UK and Europe.

Konami's participation in PCW '87 was the end result of some nine months' careful planning and organising by Sue. This was the first stand that Konami had at the PCW show, and they have decided to make the show a permanent fixture in their trading calendar. Already plans are afoot for PCW '88 stand which will be three times bigger than that of PCW '87. It will be on the ground floor in the main hall, and will feature a Konami shop, Software Club reception and a trade centre. There will also be, of course, a wide selection of our arcade games running on free play.

Sue's responsibility also takes in customer services. She has a growing fan club of prodigious letter writers who contact her with their service problems. She says her favourite fan is little Christopher Norris of Manchester who has sent her some very sweet letters. Remember, if you have difficulty getting hold of Konami Software, have faulty software, or any other service problem, write in to Sue at the address below, and she will do her best to help.

Sue Applebee, Konami Ltd.,
Television House,
269 Field End Road,
Eastcote,
Middlesex,
HA4 9LS



Konami Helpline

The Konami Helpline is here for you to use so that you can ask us questions about your favourite games. We should be able to give you a helping hint for most games that will set you on your way again.

We will also be answering any queries that you have about the Konami Software Club, and letting you know about forthcoming releases on all machines. You can also find out all about the new titles by phoning after five and listening to the Helpline Hotline.

Tel: 0626 56789

The PCW show — the review

Anyone who went to the 10th Personal Computer World show would have noticed that it was a huge success. And anyone who visited us at the Konami stand, and saw just how many people were squeezed around the Wec Le Mans machine couldn't have failed to see just how busy we were!

The main attraction of the Konami stand obviously was the full size Wec Le Mans arcade machine. Queues for a game must have been very offputting to latecomers, and, although most did wait for a go, others thought it would be a better idea to come back later — by which time a larger crowd had appeared! There was one guy who kept coming back for more though, and these free games must have been a godsend to him as he had spent A LOT of money in an attempt to complete the game. He provided quite a bit of entertainment in showing everybody what happened at the end too!

Our other three arcade machines also drew in a lot of attention. I would rather forget the amount of times I had to boot the credits up in Salamander — and all of the times that I had someone screaming at me that they'd run out again!

Possibly the most interesting aspect of the show for us were the people who came and spoke to us. One of our members and his family brought along an amazing map of the Maze of Galious with each location in fine detail. Also notable were the amount of editors and staff of fanzines who paid us a visit. One such person was Jeff Whyting of the newly formed MSX Tech, who has just produced a top class first magazine which is worth a look! Thanks also to The Bug, Comdom, MSX Central and MSX Link, together with many overseas editors who took the time to visit us.

On show for computers we had F1 Spirit, Nemesis 2 (both MSX), and Jackal (on the Spectrum). The MSX titles caused a lot of attention, as they both contained the new 8 voice sound chips. Jeff Minter, of Llamasoft fame, confessed to being very interested, enough to want a LONG look, and C+VGs Ian Machin was so impressed that he linked up stereo speakers to his MSX and begged us to give him a game to show on the EMAP stand. Their Amiga, sitting next to the Sony MSX, and running a demo of the tedious RUN DMC melody, 'Walk This Way', was nothing compared!

Ocean were another company showing Konami licensed goods, these being 'Combat School' and 'Gryzor'. Apart from showing the arcade machines, they also had some fantastic conversions of these on the Spectrum and C64 in demo mode. Combat School, especially, looks out of this world!

Finally, thank you to all the members who were able to make it to the show, and who came up and saw us. It made the five days that much more worthwhile!

Maze of Galious tips!

Why is it that everyone gets stuck in a different place in this mega bit game from Konami? I must have already received hundreds of phone calls from desperate gamers, begging advice for one world or another. But, so as not to spoil the enjoyment of people who have just bought the game, I'll give only a few teasers away each month. You'll get so much more pleasure if you complete it yourself too.

In WORLD 2 there is a room with a gravestone in the top left hand corner and a woman flashing around (don't get excited it's only her head!). If you go up to the gravestone and hit the wall on the right (about six times), a doll will appear. Most will greet this like a bridge over troubled water ...

Those of you having rock-hard problems with WORLD 4, have you turned your sword against a load of bats that linger in the same location?

On WORLD 5 the candle might help you see things in a new light. Try waiting around on the edge of water if you're having trouble swimming.

That should deal with a lot of problems. Remember enough, if you are having great difficulties then the helpline is always open from nine 'till five. Next month — the cross!

Nemesis tips for level three

Normally plainly dubbed as 'The Head Level', most people still seem to have problems completing it. To have any hope of finishing, you're going to need missiles and a shield, and, if enough power capsules are available, a laser. Stay permanently at the top of the screen, shooting the oncoming bacterians and wasting any heads which have taken a liking to the floor. A good tactic is to move to the middle part of the screen (staying at the top) and follow each head backwards to that it doesn't shoot at you.

MSXers will find a hidden level if they lower their ship between the second set of back-to-back heads. You are going to need the double weapon if you want to survive, though.

When the rest of you reach the part of the stage where the heads stop and the fun begins, in the guise of small yet deadly spacecraft, don't panic, and don't shoot! It's better to concentrate on dodging the ships rather than shooting them — you may not score any points, but you won't lose many lives either!

Finally, the now familiar mothership appears, and, having got this far, you shouldn't find it any more difficult than any previous meeting!

Latest Release

Title: Jackal
Machine: Spectrum
Format: Cassette
Price: £7.95

It was inevitable really. The enemy has crept in to your base and kidnapped a host of soldiers from your army. There is only one option left — send someone in to get them out. Unfortunately, with such depleted forces, only a handful of men can be spared.

The plan is this — a jeep will be sent in to rescue the POWs, with helicopters sent ahead in order to fly your men to safety. When as many as possible can be found, your jeep must go on to try and destroy the main enemy complex. Obviously, you aren't expected to survive.

'Jackal' is conversion of the arcade game, with only one notable omission — that being the four men who are sent on the mission! Just who is doing the job now is beyond my understanding (what joker said 'me'?). Apart from this 'Jackal' is a very close conversion, making a very good game!

Your jeep starts with only bullets and grenades, as in the arcade game, but you may increase the weapon power by collecting 'POWER UPS', found in the destroyed huts. The POWs are also held in the huts which can be blown up by firing grenades at them.

To drop your men off, you must take them to a helipad, where they will be whisked off in a helicopter. As you can only carry 8 POWs at a time, it's worth keeping an eye out specifically for these helicopters!

The action in Jackal is fast and furious, and it certainly isn't an easy game. I have yet to complete it, although I can get a fair way, but that isn't such a bad thing. I would rather have a game which is difficult, and keeps me coming back for more, than one which takes just a couple of attempts to complete.

The graphics are surprisingly good, with a clever colour scheme and fine detail. The scrolling is really fast too, which makes for some frantic shooting!

I found 'Jackal' fun to play, and, although it isn't as good as its arcade counterpart, it's a great game in its own right!

Letters to the Editor

Dear Editor,

I thought that the newsletter was good for the first issue, being well thought out and with useful tips for Penguin Adventure and Nemesis (although Nemesis is too easy anyhow!). However, I was disappointed that there weren't any screen shots of games, because I wanted to see Vampire Killer and Metal Gear. Also, could you please print more tips on other games.

Graham Mann,
Elland, West Yorks

Unfortunately, even though we could very easily print monochromatic screen shots, they never seem to reproduce adequately. And as yet, colour is beyond our means ... C'est la vie.

Dear Sirs,

Recently, I received the first newsletter along with the excellent Nemesis poster, and I was very impressed. One of the best points, I feel, is the arcade reviews, as I have always been interested in arcade machines, incidentally, one of my favourites is the arcade version of Nemesis!

Although I own a ZX Spectrum, I find the reviews on all of the machines interesting to read. I also like the playing tips, and look forward to any concerning arcade games.

I am also interested in the Sega and Nintendo games consoles. Would it be possible to review games for the Nintendo system, as I know that Konami do a wide range in Japan and America?

To sum up, I would just like to say that I think that the newsletter is great and that I'm looking forward to each and every one!

Geoffrey Taylor,
Heston, Middx.

You'll be pleased to learn that, when Konami games do become available for the Nintendo, we will be reviewing them.

Dear Editor,

RE: KSC Newsletter issue 1

First Impressions: Too thin, too many gaps and too few pictures.

The newsletter could have done with a bit more behind the scenes info concerning the review of Jackal. This is what I really expected the letter to be about, and wanted to see, but in the end we were given general information about the game which I can easily find in Computer and Video Games.

One thing I noticed when reading the letter was the majority of things that I thought were going to be in the first issue were going to be in the next edition. Let's hope that it's going to be a lot thicker and packed with new releases.

On the whole I enjoyed the letter, but was left wanting to find out more about Konami and its software in general, particularly for the MSX. The tips were a great idea, I hope to see more of this plus some pictures to brighten up the newsletter.

Mark Isaac,
London.

We agree with you regarding the arcade reviews, and we will be phasing in programmer profiles and 'behind the scenes' information shortly. The size of the newsletter is relative to the subscription charge. By starting with a smaller 'letter', we were able to keep your costs to a minimum.

Even though some people probably would like to see the whole newsletter devoted to the MSX, there are a lot of other readers who own other machines, and so we have to draw a fair balance between all micros.

We welcome all letters concerning the newsletter, Konami or pleas for help — we might even print them!

The address to send your brick bats or bouquets to is:

The Editor,
Konami Software Club,
Bank Buildings,
Bank Street,
Newton Abbot,
Devon,
TQ12 2JL

We await in anticipation!

Konami Merchandise

Our T-Shirt range is now the best available to the games enthusiast with designs for Gryzor, Salamander, Combat School, Jackal, Nemesis, Iron Horse and The Maze of Galious. All are 50/50 washable, and are in FULL colour! The price is just £4.95 for KSC members which includes post and packing. The non-subscriber price is £5.95.

Orders should be sent to:

W&V Supplies,
Bank Buildings,
Bank Street,
Newton Abbot,
TQ12 2JL.

Chest measurements in inches please. Access/Barclaycard are accepted. Cheques and postal orders should be made payable to 'W & V Supplies'. Please allow 28 days for delivery.

Overseas customers please note: Payment can only be accepted in sterling drawn on a British bank, International Money order, or Access/Barclaycard.

Also, please add £1.05 to the price for Europe, Middle and Far East £3.05. All orders despatched by airmail **ONLY**.

Gryzor Competition

Ocean, producers of top class conversions including Green Beret and Hyper Sports, have kindly offered 60 lucky KSC members the chance to win a copy of their latest Konami licence, Gryzor. The game involves great graphics and sound and a lot of frantic shooting, and looks set to become another top ten hit for the guys at Manchester!

We have twenty games on each format, and all you have to do is answer the question below, stating your machine preference, and send it to:

Gryzor Competition,
Konami Software Club,
Bank Buildings,
17 Bank Street,
Newton Abbot,
Devon,
TQ12 2JL.

The question: Gryzor goes under a different name in America. What is it?

Please remember to state whether you want a Spectrum, Commodore or Amstrad version.

Next Issue

Salamander — Arcade Review — Iron Horse — New Computer Release! — MSX2 — Machine Review — Jackal Competition!

Iron Horse Arcade Review

Playing 'Cowboys and Indians' as a kid (not so long ago!) wasn't one of my favourite pastimes (honest!), but playing the cowboy in Iron Horse is something not to be missed!

In 'Iron Horse' you have to rescue a train and its freight, which has been the victim of a hold up. The plan of action is simple enough — collect all of the gold lying around the wagons, ridding them of bandits as you go. In practice, though, its anything BUT easy!

You must choose one of the weapons at the beginning of the game, bearing in mind the number of points you score for each hit. If you can get the hang of how to punch effectively then you'll be able to double the amount of points you score!

As you fight your way through each level you will be confronted by a variety of western foes. These include bald-headed tough guys, lasso throwing cowboys, dagger wielding bandits and some smarmy little Mexicans (aren't all Mexicans little?) who throw some very nasty weapons at you, ranging from fire to gas bombs. However, occasionally, you'll find one of these horrible little Mexicans scuttling around with a box of these weapons. Shoot him and you'll find that you'll be able to use his weapon up to three times with great satisfaction, especially on those stereotype baddies!

When you reach the end of each level you are faced with a bombardment of bloodthirsty foes. Only after you have disposed of all of these may you continue.

When you see 'Iron Horse' you'll realise just how well the action recreates the western theme. No other game — be it computer or arcade — comes close in reality or style.

None of this, though, would mean anything without suitable graphics and sound. Thankfully, though, Iron Horse has both. The graphics look lifelike, even if the animation is a bit stiff, and the train and backgrounds are pretty and varied. The tunes are enchanting, with 19th Century Western themes superbly implemented.

Iron Horse is definitely one of my favourite ever games, and has been ever since I saw it last summer. It's really a shoot 'em up with an original concept (until everybody copied it!) and, above all, it's great fun. Take a look — I'm **POSITIVE** that you will be totally addicted!

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